

Jaime Garrido C++ Developer / Game developer

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📍 Spain - Open to Relocation

🔗 jaimegr23.github.io

ABOUT ME

I'm a C++ programmer with a strong focus on graphics programming and real-time rendering. I enjoy tackling complex problems, approaching them with both creativity and a solid mathematical foundation. Passionate about continuous learning, I am driven to expand my knowledge and explore new technologies to push the boundaries of what I can create.

PROJECTS

Katto: Rising Tides 🔗

09/2023 - 07/2024

Steam Published Third-Person Platformer

Developed in Unreal Engine 5.2

- Implemented core player interactions (platforms, traps, buttons, cameras, cinematic sequences).
- Built custom spline-based camera systems, shaders, particle VFX, and performed performance
- Integrated art assets and collaborated within a 17-member Agile team.

Custom C++/OpenGL Engine 🔗

09/2023 - 06/2025

Real-Time Rendering Engine with Editor and

Advanced Graphics Features

- Developed real-time multi-light rendering with shadow maps and shader-based effects.
- Implemented Distance-Based Interior Mapping for optimised room rendering.
- Built ECS, logger, asynchronous asset loading, and a custom editor.

Custom PS5 Graphics Engine & Game 🔗

09/2024 - 05/2025

Developed from Scratch Using Sony API - Team of 5

- Built a data-oriented graphics engine from scratch, optimised for PS5 performance.
- Implemented a procedural post-processing shader system using Python.
- Developed a complete game fully using the custom engine.
- Focused on efficient rendering pipelines and overall performance.

EDUCACION

BSc in Computer Science for Games

Sheffield, United Kingdom

Sheffield Hallam University

[First Class] Completed a top-up year at Sheffield Hallam University, enhancing my expertise in C++ and graphics programming.

HND in Computing

Valencia, Spain

Escuela Superior de Arte y Tecnología

[Distinction] Completed a three-year degree at ESAT, specialising in C++ and graphics programming with OpenGL, gaining experience in low-level assembly and Game Engines.

SKILLS

Programming Languages

C, C++ (23), C#,
Python, SQL, ARM assembly

Game Engines

Unreal Engine 5
Unity

Grafic Frameworks

OpenGL,
PlayStation 5 API, PSSL

Software

Visual Studio, Rider
Github, Perforce, Trello, Jira
RenderDoc, NVIDIA Nsight